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1. Integration of value-added audio playback capacity into computer network
 Sui-Meng Poon; Eng-Chong Tan; Wahab, A.;
Networks, 1995, Theme: 'Electrotechnology 2000: Communications and Networks' [in conjunction with the] International Conference on Information Engineering., Proceedings of IEEE Singapore International Conference on
 3-7 July 1995 Page(s):632 - 636
 Digital Object Identifier 10.1109/SICON.1995.526365
Summary: Multimedia PCs with audio and video capabilities are used as information kiosks to provide entertainment multimedia information services to users and visitors on the NTU campus. The paper describes the development of a prototype multimedia informatio.....
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 Withell, J.;
Impact of Multimedia Services on the Home Environment, IEE Colloquium on
 12 Jan 1996 Page(s):2/1 - 2/2
Summary: Interactive multimedia is set to change the way that people go about their daily lives, both at work and at play. It will lead to the creation of a wealth of exciting new services to inform, communicate and entertain with stimulating moving images, g.....
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3. An alternative paradigm for scalable on-demand applications: evaluating and deploying the Interactive Multimedia Jukebox
 Almeroth, K.C.; Ammar, M.H.;
Knowledge and Data Engineering, IEEE Transactions on
 Volume 11, Issue 4, July-Aug. 1999 Page(s):658 - 672
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Summary: Straightforward, one-way delivery of audio/video through television sets has existed for many decades. In the 1980s, new services like pay-per-view and video-on-demand were touted as the "killer applications" for interactive TV. However,
[AbstractPlus](#) | [References](#) | [Full Text: PDF\(820 KB\)](#) [IEEE JNL](#)
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4. KOM player-a platform for experimental VoD research
 Zink, M.; Griwodz, C.; Steinmetz, R.;
Computers and Communications, 2001. Proceedings. Sixth IEEE Symposium on
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 Digital Object Identifier 10.1109/ISCC.2001.935401
Summary: In contrast to audio which is often streamed as complete music titles or even as a life feed from a radio station, video in today's Internet is almost only available as small clips and pre-generated programs. Although some of the problems concerning

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5. CustomTV system and demonstration
 Cosmas, J.; Paker, Y.; Pearmain, A.; Schoonjans, P.; Dosch, C.; Schafer, R.; Erk, A.; Mies, R.; Bais, M.; Stammnitz, P.; Liebsch, W.; Klunsoy, G.; Pedersen, L.; Bauer, S.; Engelsberg, A.; Klock, B.;
Multimedia Computing and Systems, 1999. IEEE International Conference on
 Volume 2, 7-11 June 1999 Page(s):1110 - 1113 vol.2
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Summary: The television industry is currently undergoing changes with historic proportions, posing tremendous challenges and opportunities. This is fuelled by the proliferation of new delivery channels to consumers, new capabilities of these channels to carry.....

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6. On-line broadcast archives for interactive video
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Broadcasting, IEEE Transactions on
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 Digital Object Identifier 10.1109/11.632930
Summary: Delivery of user specified interactive multimedia digital services is drawing worldwide attention. With the availability of a greater number of channels as a result of video compression and the receding geographical barriers, content providers are ha.....

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 Qian Huang; Puri, A.; Zhu Liu;
Circuits and Systems for Video Technology, IEEE Transactions on
 Volume 10, Issue 5, Aug. 2000 Page(s):679 - 692
 Digital Object Identifier 10.1109/76.856446
Summary: We first present new concepts applicable to the design of multimedia search and retrieval schemes in general, and to MPEG-7 in particular, the multimedia description standard in progress. Raw multimedia data is assumed to exist in the form of program.....

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